SPECIFICATION AMENDMENT

Please delete lines 16-18 on page 12, first paragraph, as follows:

camera is assumed to be located near or inside, the interior region and to look across the interior region toward part of the background that has been captured in the exterior region. It is advantageous to minimize the number of voxels in the total space, as the computational workload depends on the number of voxels. It is assumed that the voxels in the interior region have been chosen to provide an appropriate resolution for the objects located therein. If the voxels in the exterior region have a finer resolution (i.e., they subtend a smaller solid angle at the new camera location than the voxels of the interior region as viewed from the new camera), the new photograph will have more than sufficient resolution in the background; however, the computational workload may be excessive. If the voxels in the exterior region are much coarser than those in the interior region as viewed by the new camera, than the background may appear to have artifacts, i.e., the background may appear blocky. Hence, in the preferred embodiment of the present invention, the voxels in the exterior region are chosen such that the solid angle subtended by these voxels at the new camera position is approximately the same as those along the border of the interior and exterior regions. Since the portion of the scene in the exterior region is assumed to be less important, a somewhat greater coarseness can be tolerated here. ~~Hence, in the preferred embodiment of the present invention, these exterior voxels are chosen such that they subtend a solid angle which is less than or equal to 10 times the maximum solid angle that is subtended by the voxels of the interior region.~~